

Claims

What is claimed is:

1. An extensible platform-independent transaction synchronization process comprising:

- 5 initiating a synchronization from a client device with a remote server;
 determining at a remote server the synchronization status of the device;
 executing one or more client synchronization extensions to gather data to be sent to
the server;
 packaging the data into a single binary unit on the client device;
10 transmitting the binary unit to the server;
 interpreting the binary unit at the server;
 executing one or more server synchronization extensions to process data contained in
the binary unit, wherein the one or more extensions also generate data to be returned to the
client;
15 packaging the data to be returned into a return single binary unit at the server;
 transmitting the return binary unit to the client device;
 interpreting the return binary unit at the client device;
 executing one or more client synchronization extensions to process data contained in
the return binary unit; and
20 confirming completion of the synchronization process between the client device and
server.

2. The process of claim 1 further comprising assigning by the server a dynamically
assigned destination for the receipt of the binary unit.

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3. The process of claim 1, further comprising asynchronously discovering by the client that the server has completed packaging of the data to be returned to the client into the return binary unit.
- 5 4. The process of claim 1, further comprising rolling back the synchronization process if the server detects that one or more server extensions or one or more client extensions have failed.
- 5 A file for dynamic deployment of data comprising an XML document defining
10 extraction and processing instructions for binary-compressed contents of the file.
6. The file of claim 5, wherein said file is created by an application program interface.
7. The file of claim 5, wherein the file is a cross-platform file.
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8. An asynchronous method of performing SOAP calls comprising:
creating a SOAP request at a client device;
queuing the SOAP request at the client device;
packaging the SOAP request at the client device;
20 sending the package to a remote server;
unpackaging the package;
executing the SOAP request at the server to asynchronously generate a response;
queuing the response for return to the client device;
packaging the response;
25 transmitting the response to the client device;

unpackaging the response at the client device; and
queuing the response at a client queue on the client device.

9. A method for simulating a native interface comprising sending an XML message over
5 user datagram protocol to call native code.

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